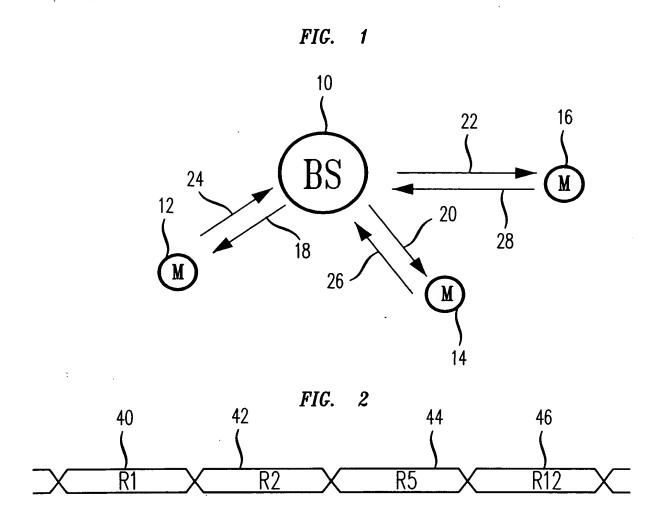
1/4



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86	4 Bit msg. (UP TO 16 MSGS)	refresh	refresh	refresh	refresh	refresh	3 refresh	t refresh	5 refresh	refresh	refresh	refresh	refresh	refresh	refresh
96	3 Bit msg. (UP TO 8 MSGS)	R7//R14	R7//R14	R7//R14	R8//R14/R1	R9//R14/R1/R2	R10//R14/R1//R	R11//R14/R1//R4	R12//R14/R1//R5	R13/R14/R1//R6	R14/R1//R7	R1//R8	R1//R8	R1//R8	R1//R8
94 FIG.	2 Bit msg. (UP To 4 MSGS)	R3/R4/R5/R6	R 1/R4/R5/R6	R1/R2/R5/R6	R2/R3/R6/R7	R3/R4/R7/R8	R4/R5/R8/R9	R5/R6/R9/R10	R6/R7/R10/R11	R7/R8/R11/R12	R8/R9/R12/R13	R9/R10/R13/R14	R9/R10/R11/R14	R9/R10/R11/R12	R9/R10/R11/R12
92 SYS. STATE PRIOR MSG)	1 Bit msg. (UP TO 2 MSGS)	R1/R2	R2/R3	R3/R4	R4/R5	R5/R6	R6/R7	R7/R8	R8/R9	R9/R10	R10/R11	R11/R12	R12/R13	R13/R14	R14/R13
90 (CURRENT SYS. (RATE IN PRIO	PRIOR MSG	R1	R2	R3	<u>K</u>	R5	R6	R7	R8	R9	R10	R11	R12	R13	R14

FIG.

	4 Bit msg.	refresh	
	3 Bit msg.	R8//R14/R1	
	2 Bit msg.	R2/R3/R6/R7	
CURRENT SYS. STATE (RATE IN PRIOR MSG) PRIOR MSG	1 Bit msg.	R4/R5	
CURRENT SY (RATE IN PRI PRIOR MSG		R4	

00/01/10/11

0/1

000/..../110/111

0001/0010/.../1110

3/4

FIG. 6A

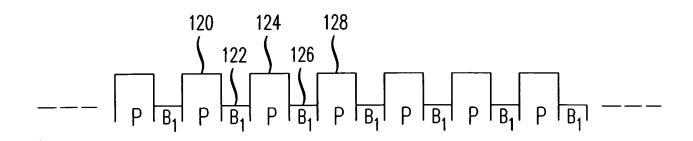


FIG. 6B

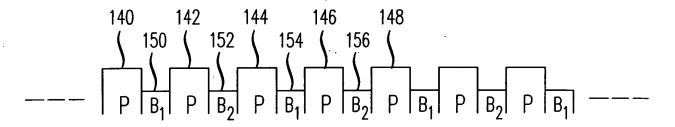


FIG. 60

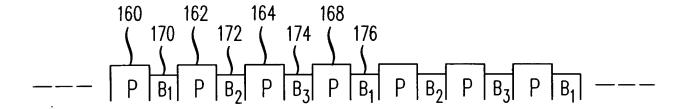


FIG. 6D

